

# Faun

*Demure enticing guides to the mysterious wilds, mischievous and celebratory*

## RACIAL TRAITS

**Average Height:** 4'8" – 5'6"

**Average Weight:** 90 – 140 lbs.

**Ability Scores:** +2 Dexterity, +2 Charisma

**Size:** Medium

**Speed:** 6 squares

**Vision:** Low-light

**Languages:** Common, Elven

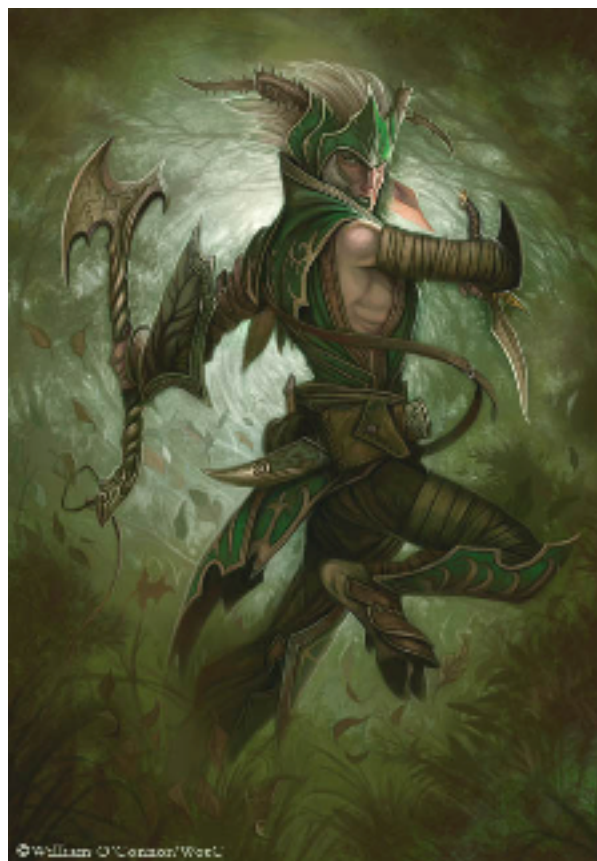
**Skill Bonuses:** +2 Bluff, +2 Nature

**Enticing Trickery:** You can use either *goad* or *lure* as an encounter power.

**Faun's Cunning:** You gain +5 on Insight checks to recognize an effect as illusory.

**Fey Origin:** You are considered a fey creature for effects relating to creature origin.

**Revelry's Muse:** Once per turn, an ally of your choice can take your minor or move action on your initiative. If they do so, that ally loses an equivalent action to you on their next turn.



## Lure

## Faun Racial Power

*You lure an enemy into a dangerous situation.*

**Encounter ♦ Charm**

**Minor Action, Ranged 10**

**Target:** One creature

**Effect:** Pull target 1 + Charisma modifier squares; save ends.

**Sustain Minor:** Until the target makes its save.

## Goad

## Faun Racial Power

*You goad an enemy into overexerting themselves.*

**Encounter ♦ Charm**

**Immediate Reaction, Ranged 10**

**Target:** One creature

**Effect:** Target cannot recharge powers; save ends.

**Sustain Minor:** Until the target makes its save.

A coy race of fey wanderers, fauns gave up immortality for love of the mortal races, leaving behind the selfish ways of their satyr kin. Fauns delight in their mortal lives, competing vigorously in contests of song and dance, roving the wilds chasing nymphs, and making fools of tyrants. Considered capricious and vain, they are never fully trusted save by the most loyal allies; to such friends a faun is a steadfast if mischievous companion.

Play a faun if you want ...

- To play an amoral fey character both beneficent and beguiling
- To trick your enemies into bringing about their own undoing
- To play a bard, ranger, rogue, or warlock

## Physical Qualities

Fauns are spry fey beings, taller yet more delicate than dwarves, yet shorter and hairier than elves. Their lower legs resemble a goat, with coarse golden flax to black sable fur, and they have goat-like horns extending above their eyebrows. They share the same range of complexions as humans. Male fauns rarely have beards, and having one is considered a mark of being influenced by wicked satyrs. Female fauns enjoy braiding their hair with blossoms, though never poisonous ones. Faun clothing is minimal, a diaphanous tunic or leather vest at most. Fauns age more slowly than humans and seem eternally child-like; most fauns remain healthy past 100, and some live to 150.

## Playing a Faun

If faun minstrels are to be believed, their race divided from the satyrs when fauns chose to put others before their own appetites. This choice, commonly depicted as liberating captive mortals through a secret passage, echoes in faun culture today. The price of this choice was mortality and banishment from the Feywild.

Making a home for themselves in the wild places, fauns live in tight clans where adoption is common; lost fey and the occasional enchanted human may be raised among fauns. At the heart of any faun village or encampment is the fire pit, a place for telling stories, music, contests of wit, and revelry.

Fauns value personal liberty above all else. They detest slavery and servitude, deriving great pleasure in upturning social hierarchies and expectations. While they can be muses, elevating those around them to greater heights of expression, fauns also can be tempters, leading the virtuous to self-destruction. Rarely is a faun malicious; as fey beings they can be amoral, and don't realize that their carefree way of living is anathema to mortals races seeking stability and structure. Such an unconstrained view of liberty has earned fauns a reputation as irresponsible and rebellious.

If liberty is the faun's virtue, vanity is their vice. Competitive creatures, fauns crave attention, praise, and recognition. Every faun is an accomplished musician and they gather in yearly contests of song and dance. While such competition can be fierce, ignominy is the worst fate imaginable to a faun, and a humiliated or disregarded faun will orchestrate sweet revenge over the course of years.

**Faun Characteristics:** Coy, naïve, elusive, romantic, curious, witty, ingratiating, mischievous, capricious, vain

**Female Names:** Cassia, Crescenda, Flechata, Laelia, Severina, Tula, Varinia

**Male Names:** Caeus, Fidelis, Liberius, Othus, Spurius, Tacitus, Vespasianus

Some young fauns, seeking to make their own music in the world, choose their own name.

**Modern Names:** Whisperchord, Tremelo, Harpstring, Tambor, Percussio, Windchime